

EXHIBIT C

Count Elements	Specification of 09/719,706
1. A gun-shaped controller for use with an electronic game device which controls a game development in response to signals supplied from the controller, said gun-shaped controller comprising:	Claim 1 as originally filed. The present application uses the term "pistol" which is understood to be a hand gun. "An embodiment of the invention will now be described, illustrated in figure 1 where the pistol, according to the present invention, is associated with a video game shooting system." Page 4, lines 9-11.
a gun barrel;	A pistol will have a gun barrel. See element 11 on FIG. 1.
a grip to be held by the player;	A pistol will have a grip. See element 10 on FIG. 1.
a trigger lever provided at a portion of the gun-shaped controller manually operable by an index finger of a hand holding the gun-shaped controller at the grip;	A pistol will have a trigger that can be operated by a user who grasps the grip. See element 12 on FIG. 1.
means for detecting a position of said gun barrel relative to a display screen; and	"The computer library allows recognition of the position of the pistol 1 relative to the display system 3 in such a way as to determine the position of the projection of the shooting axis on the display system. This enables the system to determine the position of impact when the player is shooting." Page 6, lines 5-9.
a directional key provided at a rear portion of said gun-shaped controller manually	"Located in a preferred manner, in the area where the grip of the pistol 10 holds the

<p>operable by a thumb of the hand holding the gun-shaped controller at the grip to supply the game device with signals indicative of directions, wherein an object displayed on the display screen moves in response to the signals indicative of directions under control of the game device.</p>	<p>frame 11, the pistol 1 incorporates means to control 13 the movements of the virtual actor within the game environment. However, these means to control the movements of the virtual actor can be located underneath the barrel of the pistol, so that they may be activated by the hand of the user that is not holding the grip 10. These means consist of a multidirectional control device 13 which can be composed of one of the following elements: a digital or analog control pad, as well as a track-ball, a joystick or directional buttons.” Page 5, lines 14, 17.</p>
<p>2. A gun-shaped controller for an electronic amusement device, wherein said controller supplies to said electronic amusement device a controlled variable which is a variation in a position of the controller itself while said controller is to be held and operated by a player during a game play, the controller comprising:</p>	<p>Claim 1 as originally filed. The present application uses the term “pistol” which is understood to be a hand gun. “An embodiment of the invention will now be described, illustrated in figure 1 where the pistol, according to the present invention, is associated with a video game shooting system.” Page 4, lines 9-11. “Therefore, after being turned on by the player, the program in the memory of the computer displays the images of the video game on the display system in which the virtual actor intervenes, by shooting at the appearing targets.”</p>

	Page 6, lines 10-13.
a gun barrel;	A pistol will have a gun barrel. See element 11 on FIG. 1.
a grip to be held by the player;	A pistol will have a grip. See element 10 on FIG. 1.
a trigger lever to be operated by the player;	A pistol will have a trigger that can be operated by a user who grasps the grip. See element 12 on FIG. 1.
signal supplying means including a directional key which supplies signals indicative of directions to said amusement device, wherein said directional key is manually operable by the player, and an object displayed on a screen of a display means under control of said amusement device moves in at least one of a plurality of directions in response to said signals; and	<p>"Located in a preferred manner, in the area where the grip of the pistol 10 holds the frame 11, the pistol 1 incorporates means to control 13 the movements of the virtual actor within the game environment. However, these means to control the movements of the virtual actor can be located underneath the barrel of the pistol, so that they may be activated by the hand of the user that is not holding the grip 10. These means consist of a multidirectional control device 13 which can be composed of one of the following elements: a digital or analog control pad, as well as a track-ball, a joystick or directional buttons."</p> <p>Page 5, lines 14, 17.</p>
means for detecting a position of said gun barrel relative to said screen.	<p>"The computer library allows recognition of the position of the pistol 1 relative to the display system 3 in such a way as to determine the position of the projection of the shooting axis on the display system. This enables the system to determine the</p>

	position of impact when the player is shooting.” Page 6, lines 5-9.
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